

SONIC
& KNUCKLES
JACKET & MEGA
DRIVE GAMES
TO BE WON!

Sonic

the comic

SPECIAL
2ND
BIRTHDAY
ISSUE

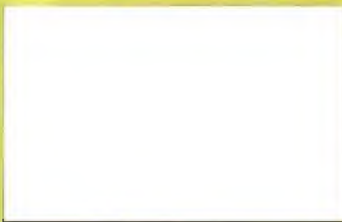
**HAPPY
BIRTH-
DAY
TWO
US!**

**NEW
STORY**

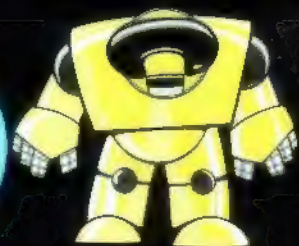
KNUCKLES!

**NEW
SERIES**

SPARKSTER!



CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

What's the magic number? All together now - it's 2! Two mega-years since STC went ballistic on you and two megatastic new series starting this very issue as we're in serious party-on-down mode. The humes-who-think-they're-in-charge have donned their white suits and are bopping to their Bee Gees LPs (ask your Grandfolks!). Enough of those saddos, let's get down to business.

Knuckles took STC Boomers by storm with his first series, now he's back in **Total Chaotix** - and he's not alone. Has this new story anything to do with a certain new Sega 32X game? Could be!

You've pleaded, you've begged, you've sent sticky iced buns, at last he's here! **Sparkster, The Last of The Rocket Knights** debuts this issue. Yep, Konami's rocket-powered superstar has made it to STC (so enough with the iced buns, OK?).

You want more (whose birthday is this?). How about an exclusive **Sonic & Knuckles** denim jacket and copies of the **S & K Mega Drive** game? Check out the Compo inside.

Also, as a special - and we do mean special bonus - look out for the 1995 **Sonic Summer Special**. Classic Sonic thrill-power - on sale wherever STC is sold. It's megal!

On with the celebrations...hey, who scoffed that last piece of cake?

Megadroid

STC'S GLITTERING PRIZES!

STC almost paints the town red this issue, what with **Crayola** giving away packs of **Overwriter Pens** for each drawing published in the **Graphic Zone**! Not only that but those **Highbrook Stationery** humes are supplying **Speedlines** with new prizes too! For the hume who doesn't quite have everything ... how about a sensational **Sonic Organiser**, **Pencil Tin** and trio of **Pencils**!

Snap happy humes are also due for a treat as STC's **Photo Zone** will be giving away **Sonic & Knuckles Fuji** disposable cameras! So get those unusual **Sega/Sonic** related snaps in to the usual address. Remember, the more original the photo, the better!



↑ Each **Sonic & Knuckles** camera contains 27 full-colour exposures and has an automatic setting for perfect pictures - just aim and click!

HUME ERROR!

Eagle-eyed Boomers who spotted that STC 50's Control Zone looked suspiciously like the April Fool's Control Zone (STC 49), pat yourselves on the back. Circuits were obviously blown in the midst of the celebrations; STC's 50th issue and 2nd Birthday, and the wrong page was printed. Many thanks to all those Boomers who took the trouble to write in. For the record, STC 50's cover, which featured the gold Sonic, was drawn by Mr Carl Flint.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up down non mover
re-entry new entry



MEGA DRIVE

- 1 — ROAD RASH 3
- 2 — PGA EUROPEAN TOUR GOLF
- 3 — FIFA SOCCER '95
- 4 — WINTER OLYMPICS
- 5 — ETERNAL CHAMPIONS
- 6 — MICRO MACHINES 2
- 7 — THE LION KING
- 8 — URBAN STRIKE
- 9 — SYLVESTER & TWEETY
- 10 — TOEJAM AND EARL 2

MEGA-CD

- 1 — GROUND ZERO TEXAS
- 2 — PITFALL
- 3 — MICKEY MANIA
- 4 — FIFA INTERNATIONAL SOCCER
- 5 — BRUTAL: PAWS OF FURY
- 6 — MICROCOSM
- 7 — SHATCHER
- 8 — REBEL ASSAULT
- 9 — WORLD CUP USA '94
- 10 — NOVA STORM

MASTER SYSTEM

- 1 — WINTER OLYMPICS
- 2 — ROAD RASH
- 3 — SONIC THE HEDGEHOG 2
- 4 — DESERT SPEED TRAP
- 5 — ROBOCOP U TERMINATOR
- 6 — THE LION KING
- 7 — SENSIBLE SOCCER
- 8 — STAR WARS
- 9 — SONIC CHAOS
- 10 — DESERT STRIKE

GAME GEAR

- 1 — ROAD RASH
- 2 — WINTER OLYMPICS
- 3 — JAMES BOND 2 - ROBOCOP
- 4 — SONIC THE HEDGEHOG 2
- 5 — MICKEY MOUSE 2
- 6 — COSMIC SPACEHEAD
- 7 — DESERT SPEED TRAP
- 8 — THE LION KING
- 9 — STRIDER 2
- 10 — BASTERIA AND THE SECRET MISSION

● Managing Editor: Richard Burton
● Editor: Deborah Tate
● Designer: Gary Knight
● Assistant Editor: Audrey Wong
● Cover: Carl Flint
● Publisher: Rob McManamy

Published every other Saturday by Fleetway Editions Ltd, 21/31 Parkway Place, London W10 9SB. Tel: 0171 304 6410. *Sonic The Comic* must not be sold for more than the selling price shown on the cover. Printed in Britain by Wilson Graphics & Son Ltd, Willesden, West Midlands. Covers printed by Spottiswoode Ballantyne Printers Ltd, Colchester. Originated by David Bruce Graphics Ltd, London. Copyright © Fleetway Editions Ltd, 1995. Copyright © Sega Enterprises Ltd, licensed by Copyright Protection Ltd. Reproduction without permission strictly prohibited. Spentoon® copyright © Future Co. Ltd. 1994. Reproduction without permission strictly prohibited. Distributed by Seymour, Winter House, 1270 London Road, Barking, London E14 4PA. Tel: 0181 305 2094 (Customer Services). Production: Sarah Coffey, Advertising: Tina Gledhill, Tel: 0171 304 6410. ISSN 0959 3847.

IT'S ALL OVER FOR
THE DEATH EGG!

ROBOTNIK'S DEADLY DEVICE
IS BEING TORN APART BY
KNUCKLE'S ATTACK FROM
THE FLOATING ISLAND.

SONIC

THE HEDGEHOG

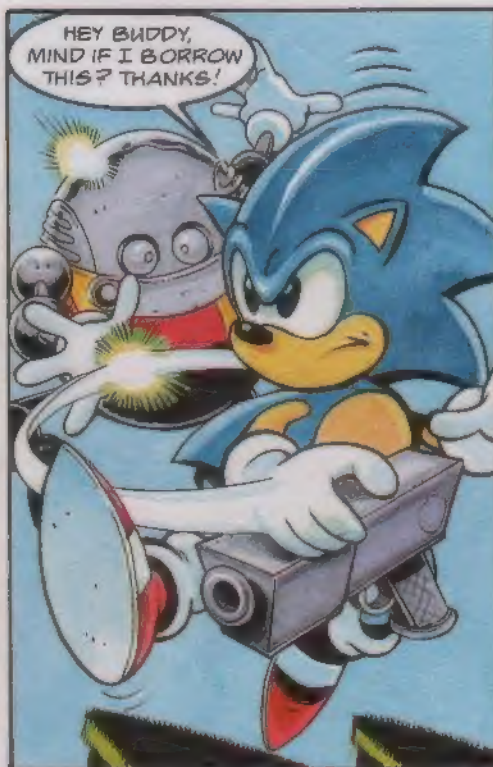
Disaster!

PART 3

Script: NIGEL KITCHING Art: RICHARD ELSON Lettering: ELLIE DE'VILLE



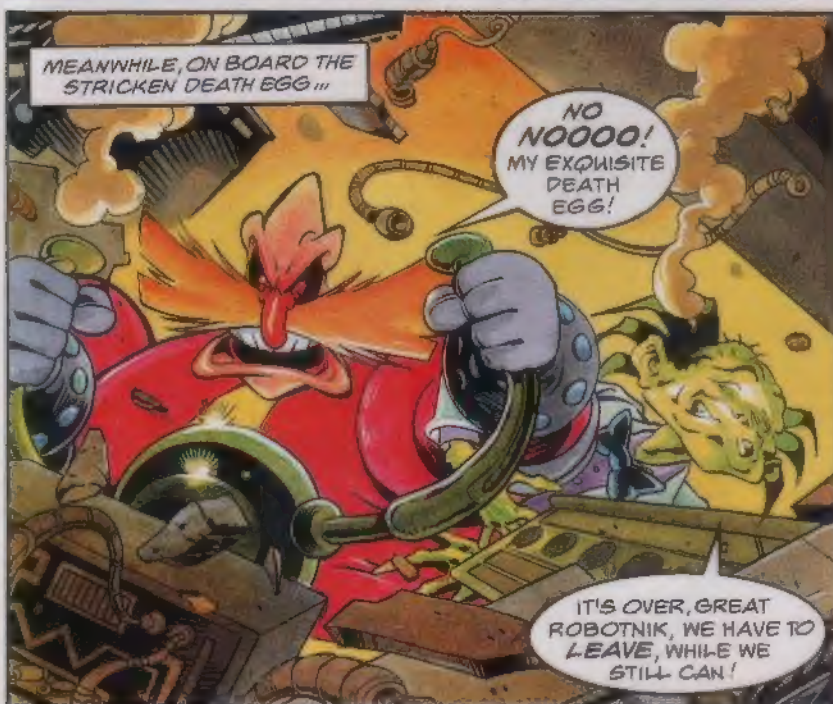
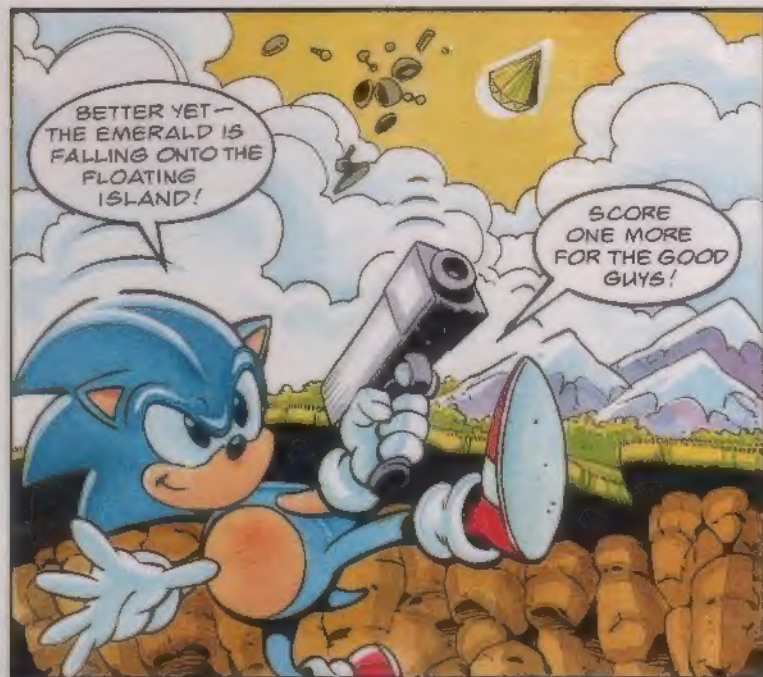
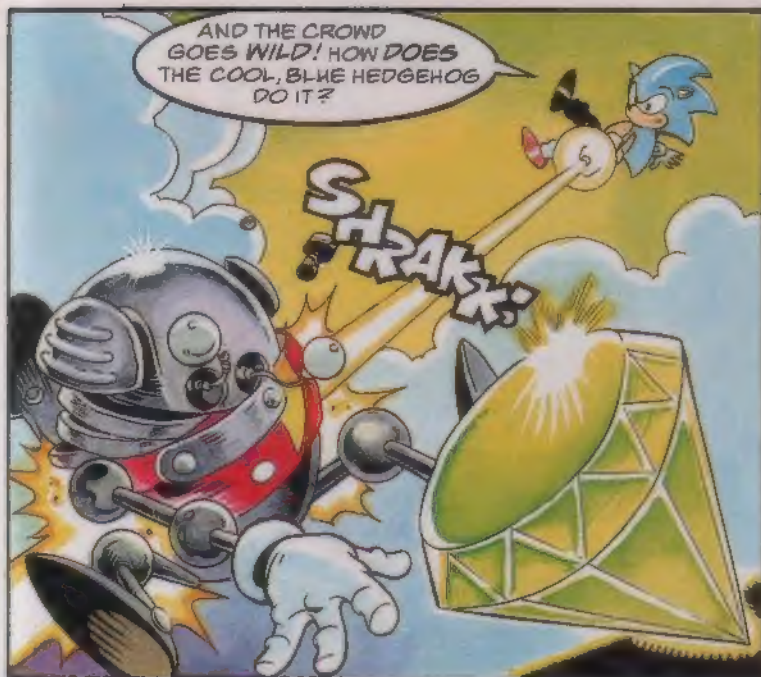
SONIC WOULD BE A LOT MORE
IMPRESSED BY THIS IF HE
WASN'T, AT THIS MOMENT,
FALLING TO CERTAIN DEATH!



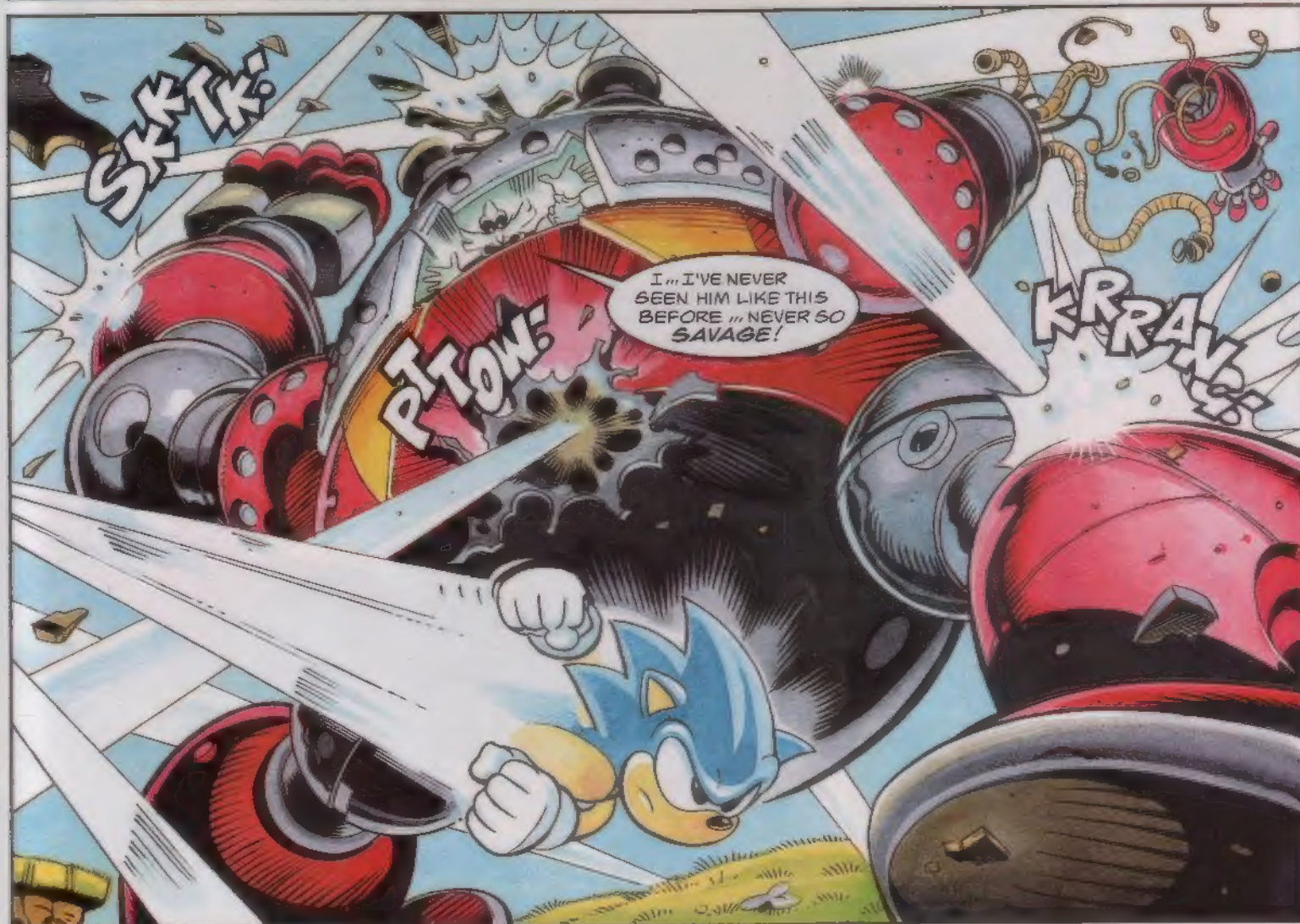
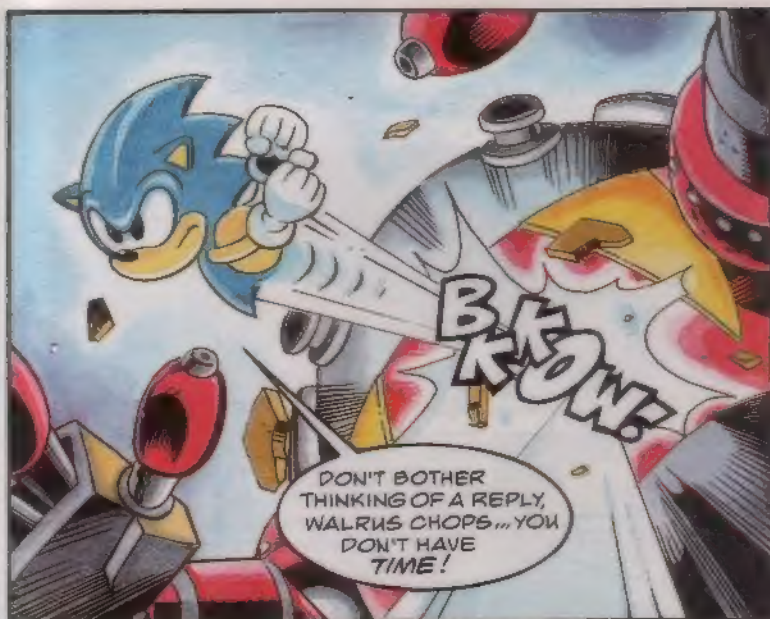
HEY BUDDY,
MIND IF I BORROW
THIS? THANKS!



I'LL ONLY
GET ONE
CHANCE!!!





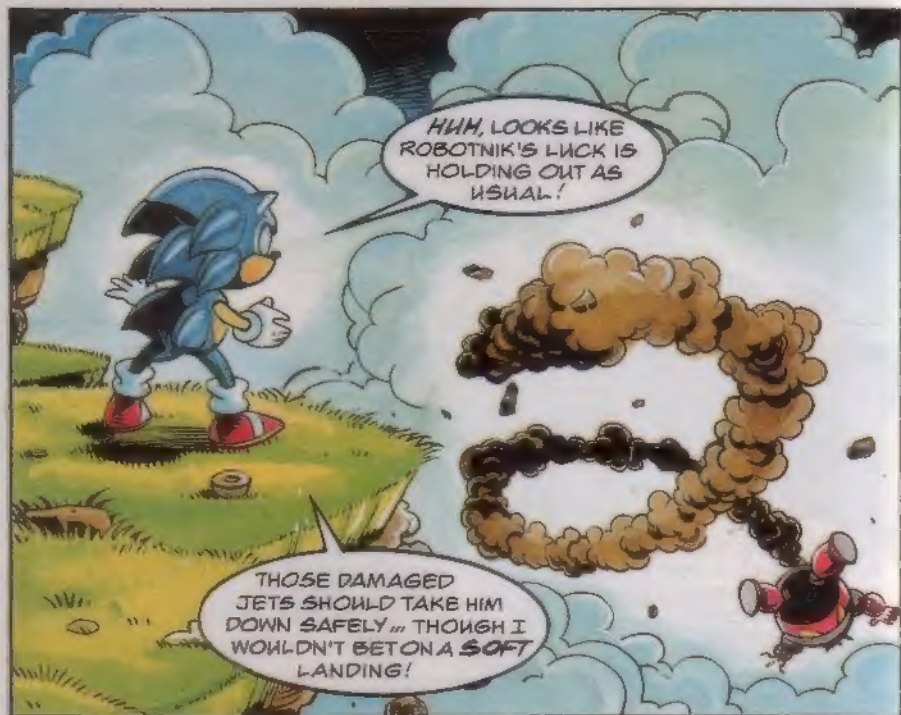




THE
ISLAND'S EDGE!
AAAAAGH!



I... I DIDN'T
MEAN TO KNOCK
HIM OVER...



HUH, LOOKS LIKE
ROBOTNIK'S LUCK IS
HOLDING OUT AS
USUAL!

THOSE DAMAGED
JETS SHOULD TAKE HIM
DOWN SAFELY... THOUGH I
WOULDN'T BET ON A **SOFT**
LANDING!



KNUCKLES...
JUST WHEN I DON'T
NEED YOU!

LATER, SONIC!
IF WE DON'T GET THE
MASTER EMERALD BACK
TO THE EMERALD
CHAMBER NOW, IT'LL BE
TOO LATE TO STOP THE
FLOATING ISLAND
CRASHING!



NOT SO FAST,
SUNSHINE! DON'T FORGET,
I GOT THE EMERALD OFF
ROBOTNIK AND I'LL BE
HAPPY TO LET YOU
HAVE IT...

IN RETURN
FOR A LITTLE
FAVOUR!

THREE DAYS LATER OFF THE COAST
OF THE EMERALD HILL ZONE.

I WONDER
IF WE'LL EVER SEE
HOME AGAIN.

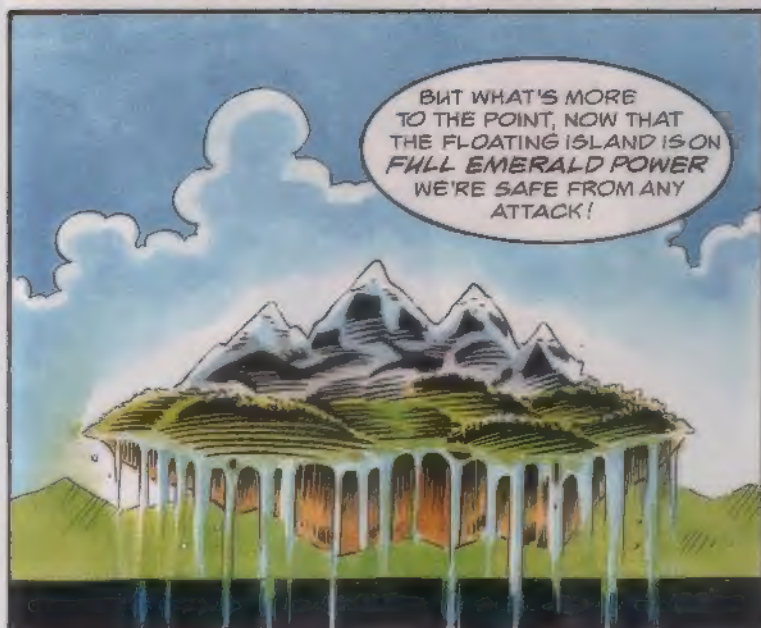
ROBOTNIK'S
EVIL MUST COME TO
AN END ONE DAY. I KNOW
WE'LL RETURN.

SO THAT'S THE
FLOATING ISLAND!
HOW IS ANYTHING
THAT BIG ABLE
TO FLY?

THE LAST BOAT
IS NEARLY ACROSS,
SONIC, WE MAY AS
WELL LAND!

OKAY, TAILS!

YOU MAY HAVE
DRIVEN US OUT,
ROBOTNIK... BUT
WE'LL BE BACK,
COUNT ON
IT!



Graphic Zone

Nappy Birthday to Sonic, Tails and Doctor Robotnik! The artist-humes responsible for revealing these characters in their first flushes of youth will each receive a pack of Crayola Overwriter colour fibre-tipped pens.



Allison Hedley,
Rowlands Gill,
Tyne & Wear,
MD owner.
Crayola
Overwriter
Pack Winner.

... But does he hum too?

Early, early Sonic!



Daniel Long,
London,
GG/MD owner.
Crayola
Overwriter
Pack Winner.

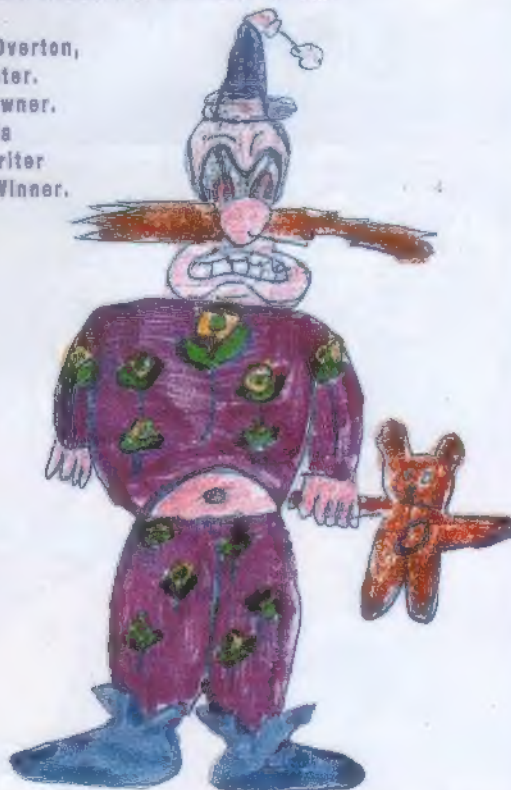
Born to read STC!



Kenny Leung,
Hackney, London.
MS/MD owner.
Crayola
Overwriter
Pack Winner.

'Babyface' Robotnik ... old before his time!

Mark Overton,
Leicester.
MCD owner.
Crayola
Overwriter
Pack Winner.



Jonathan Boyers,
Salem, Cheshire,
GG owner,
Crayola
Overwriter Pack
Winner.



Crying over
spilled milk?

Wayne Merrill, Gainsborough, Lincolshire, MD owner,
Crayola Overwriter Pack Winner.



The tooth is out!

A nappy pair!

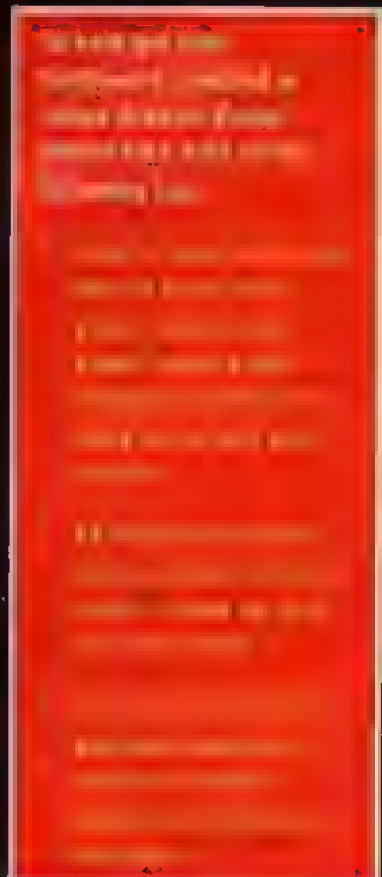


BABY TAILS

A. Kearney, Chesnut, Hertfordshire,
Crayola Overwriter Pack Winner.



BABY SONIC



REVIEW

Zone

THE ONLY PLACE TO GET THE LATEST GAMES REVIEWS, NEWS, AND MORE.

MR NUTZ 2

game type: PLATFORM/ADVENTURE
1 PLAYER



Mega Drive

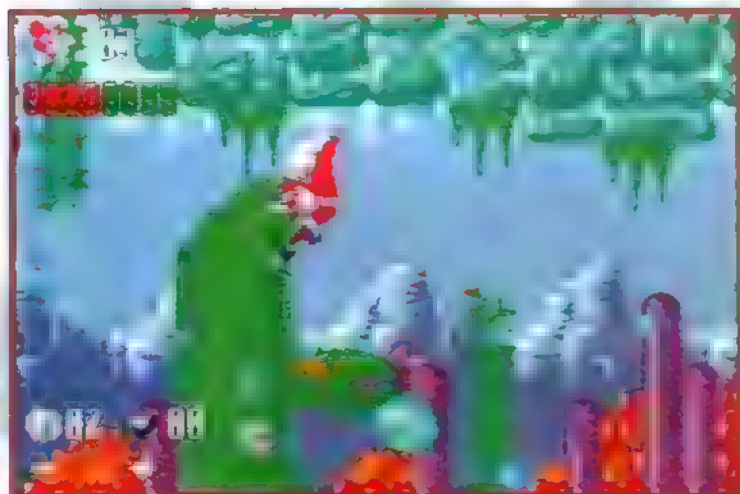
PRE-RELEASE VERSION REVIEWED

RATING SYSTEM

under 40% = Yawnsville
40 - 60% = Normalsville

70 - 80% = Fun City

80 - 90% = Big Time City
Over 90% = Mega City

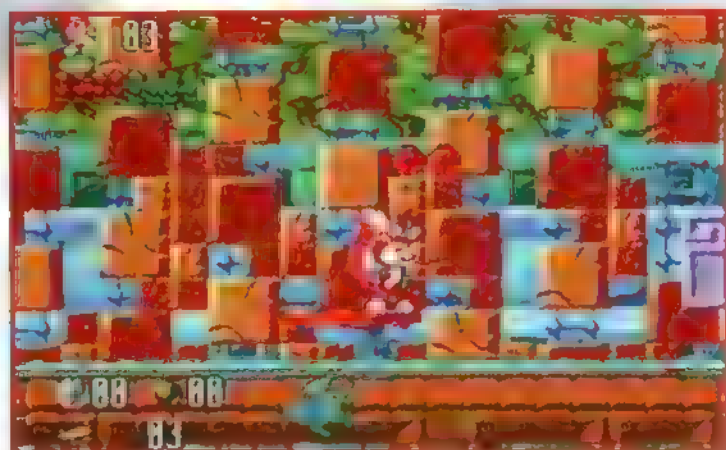


The thinking behind **Mr Nutz 2** cannot be faulted. At last, a platform game with a good mix of humour, challenge, puzzles and longevity. At least, this is the impression you get when first checking out the details.

The plot to this sequel is brilliant; an outer space race of chickens is taking over the universe and turning all life forms into chicken dinners! As they descend on Peanut Planet, holiday home of Mr Nutz, there is a chance they could still be stopped.

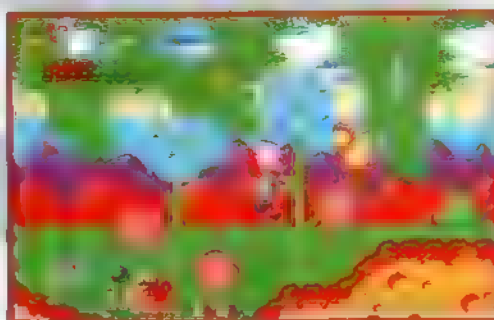
The game is satisfyingly large and complex. Not only must you rid four continents of chickens, but you must find their bases and techno cities, defeat end-of-level bosses and exterminate all chickens or else they reappear later. As Mr Nutz you are a squirrel of many talents including flying, swimming, magic skills and a useful left hook.

That said, while the idea is great, the gameplay isn't. Particularly annoying is the miles of text you have to scroll through to get information when moving around the map



screens. Worse still, controlling your squirrel is a frustrating and clumsy experience. When Mr Nutz flies with only one feather, all attempts to land him are a nightmare. At other times your squirrel switches between being sluggish or too fast to rein in.

While considerable praise is due to Ocean for creating a platform game which contains a full scale adventure, **Mr Nutz 2** falls far short of its potential. On the plus side, it's a large game with plenty to keep you interested and having password access cuts down on needless repetition. All in all, **Mr Nutz 2** could be better, but is well worth a look.



FAST-FACTS

PUBLISHER	OCEAN	PRICE	£39.99
GRAPHICS			
.....			
SOUND			
.....			
PLAYABILITY			
..... 75			
RAVES	GRAVES		
OVERALL			80%

Shinobi

POWER OF THE ELEMENTS

Script: ADAM MEESE Art: JIM HARWARD Lettering: TOM FERRITE

JOE MUSASHI'S OLD ENEMIES THE FOUR ELEMENTS HAVE ATTACKED THE ROOFTOP HOME OF MUSASHI'S NEW ALLIES THE ROOFWORLDERS IN THE MELEE, SENSEI HAS BEEN STRUCK DOWN

SENSEI!

TOO LATE, OLD FOO. TOO LATE FOR YOU!

THE OLD MAN IS GONE. SO WILL YOU SOON!

NNNN!

HAA!

YOU ARE A VALANT FIGHTER I WILL MAKE THIS QUICK!

WHAM!



WAIT!
WHAT ARE YOU
DOING?

BOOM!

YOU THINK I'M A FOOL?
KNOW YOUR POWER
COMES FROM THE EARTH
TO RENDER YOU HELPLESS.
I JUST HAVE TO SEPARATE
YOU FROM THE GROUND

YOU ARE A FOOL.
YOU CAN'T HOLD ME
UP HERE FOREVER

I DON'T
INTEND TO

NOOD!

WHAMMEF!

SENSE!



PERHAPS SO BUT
WHAT WILL HAPPEN
WHEN WATER...

YOUR MAGIC
CANNOT HARM ME
MY WATER POWER
IS THE PERFECT
DEFENCE AGAINST
ALL FORCE

MEETS
FIRE?

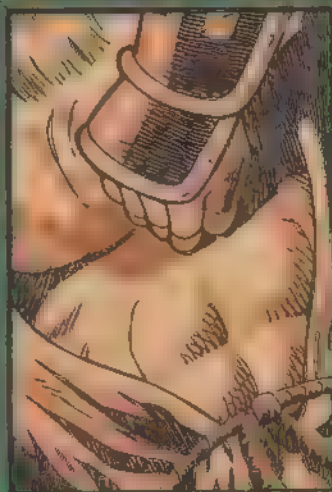
AHHHH!

FWWAASHH!

SENSE!

POISON HAND DEADLY UNLESS
ITS EFFECTS ARE UNDONE

BUT ONLY SENSEI HAS THE KNOWLEDGE
FOR SOMETHING LIKE THAT





THERE I'VE TAKEN THE PRESSURE FROM HIS VITAL CHI JUNCTIONS HE SHOULD RECOVER FULLY IN A FEW DAYS

MMM!



STAY WITH



THANK YOU, SENSEI YOUR INVITATION DOES ME HONOUR, BUT I HAVE MY OWN GIRL.

*SAMURAI EXPRESSION MEAN NO UNAVOIDABLE DUTY MEGADRON D



THANK YOU FOR HELPING SENSEI WE'D DO THE SAME FOR ANY OF JS



WHERE WILL YOU GO?

I HAVE MY OWN SENSEI AND THE NEO ZEED AREN'T FINISHED WITH HIM YET MY WAR ISN'T OVER MANY BATTLES LIE AHEAD



PERHAPS WE'LL MEET AGAIN

FAREWELL.

THE END

SH NOBI'S BATTLES RETURN TO STC SOON

THE FLOATING ISLAND IS FINALLY RID OF DOCTOR ROBOTNIK AND, FOR THE FIRST TIME IN MONTHS, KNUCKLES IS ABLE TO RELAX



9 KNUCKLES TOTAL CHAOTIX

NEW
STORY

Script:
NIGEL KITCHING

Art:
RICHARD ELSON

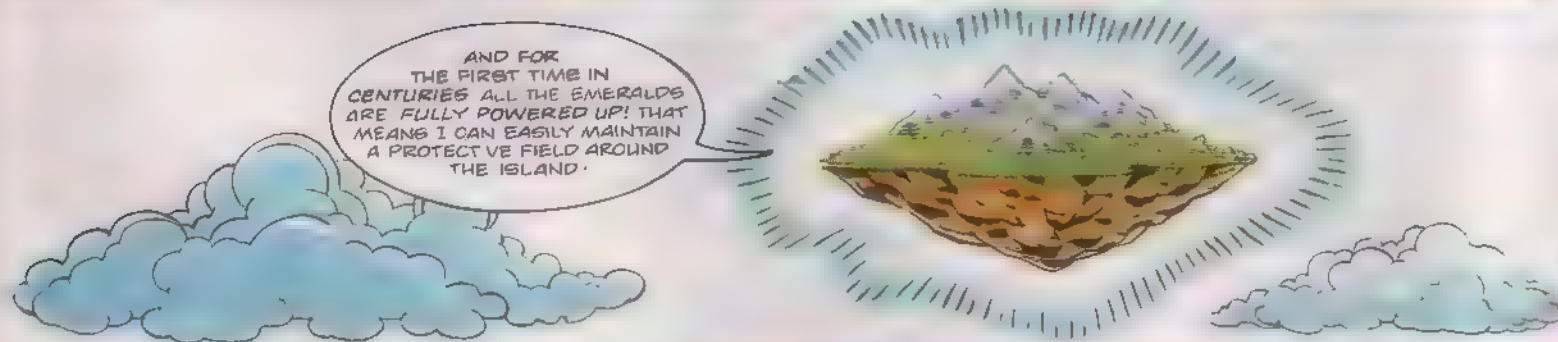
Lettering:
ELITTA FELL



THIS IS GREAT! I WAS BEGINNING TO THINK I'D NEVER SEE THE MASTER EMERALD BACK IN THE EMERALD CHAMBER!

SEE RECENT SONIC STORIES: Megadroid

AND FOR THE FIRST TIME IN CENTURIES ALL THE EMERALDS ARE FULLY POWERED UP! THAT MEANS I CAN EASILY MAINTAIN A PROTECTIVE FIELD AROUND THE ISLAND.



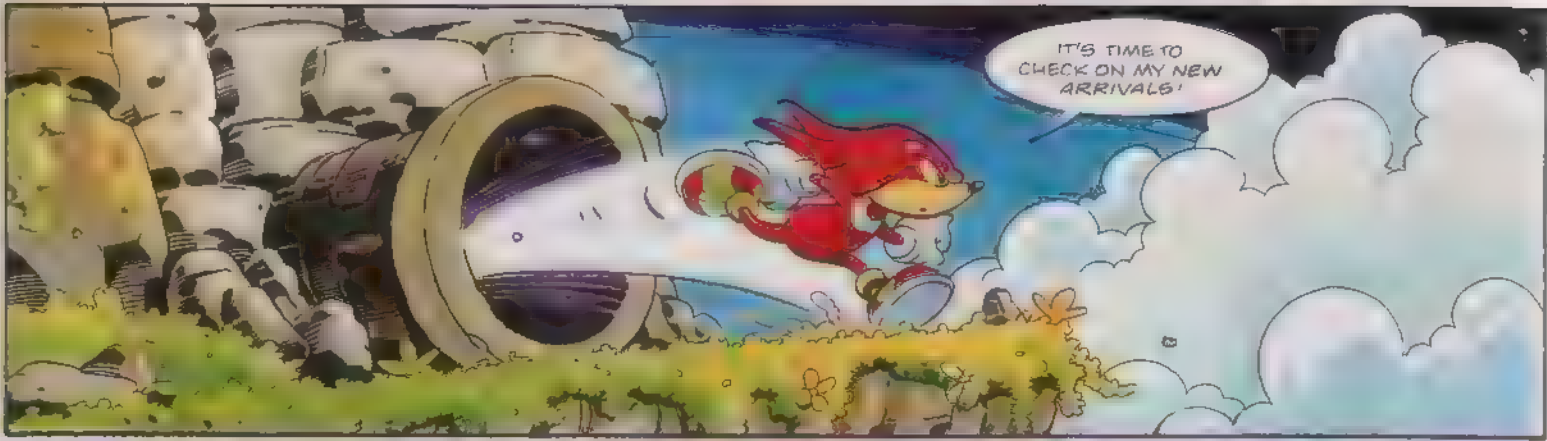
SO IF OLD EGG-BREATH EVER SHOWS UP HERE AGAIN HE'LL BE IN FOR A SURPRISE!



STILL WHEN SONIC GOT THE MASTER EMERALD BACK FOR ME, HE DIDN'T GIVE IT TO ME FOR NOTHING!

WHICH REMINDS ME





IT'S TIME TO
CHECK ON MY NEW
ARRIVALS!

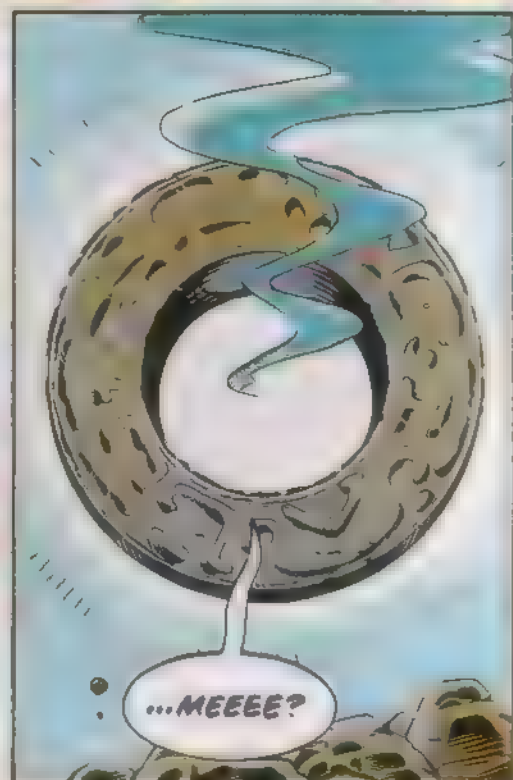
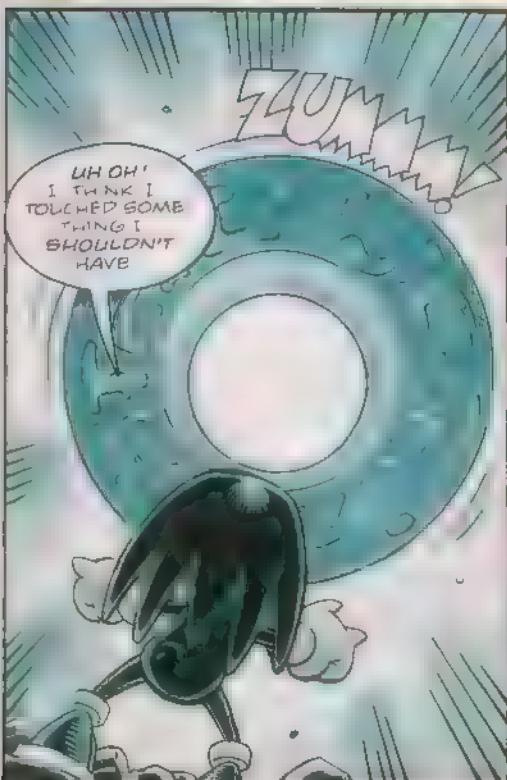
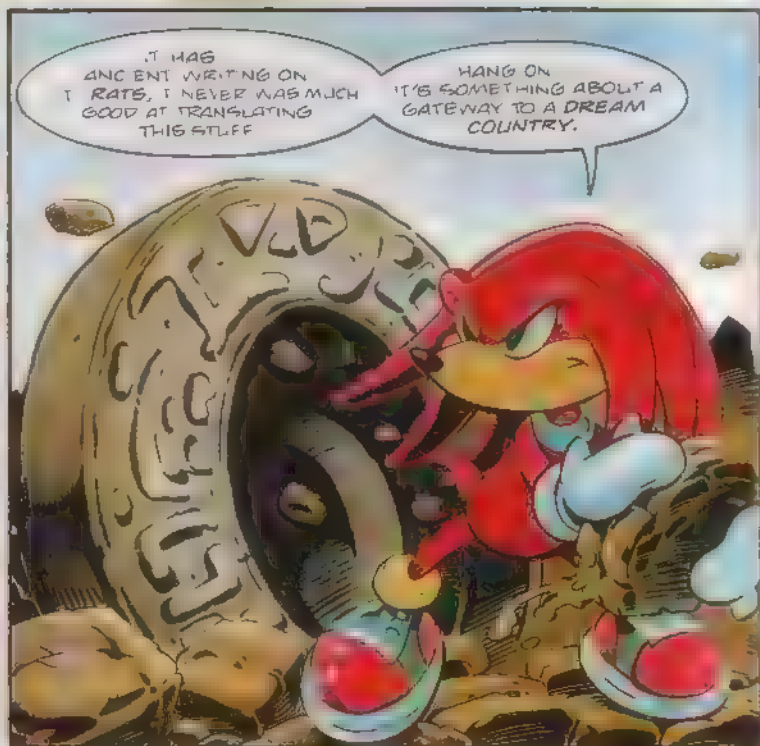


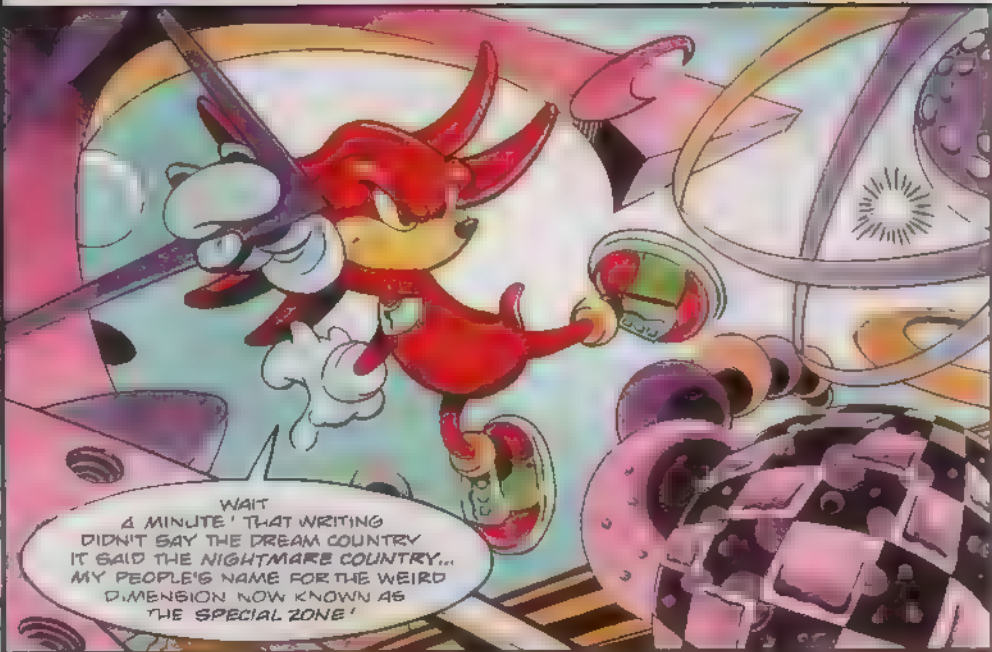
THERE IT IS...
THE MUSHROOM HILL
ZONE

IT LOOKS
LIKE THE EMERALD
HILL FOLK ARE
MAKING THE BEST
OF IT

AFTER
WHAT SONIC AND I
DID TO HIS DEATH EGG,
ROBOTNIK HAS VOWED TO
DESTROY THEM ALL ON
MOBIUS. THIS IS THE
ONLY PLACE WHERE THEY
CAN BE SAFE

I JUST
HOPE THEY KEEP
TO THEMSELVES AND
DON'T BOTHER
ME





CHAOTIX

- GUARDIANS OF
THE SPECIAL
ZONE!



NEXT ISSUE THE POWER OF CHAOTIX

Q Zone

The Q Zone has provided mind-boggling relief for plenty of Boomers over the past couple of years. Game guru David Gibbons recaps on cheats and tips for some of the most requested games.

Tips & Cheats



ALADDIN



A big Christmas hit during '93, *Aladdin* caused many Boomers to lose sleep with worry. But fear not, because once again the Q Zone presents cheats and tips galore for this fab platformer:-

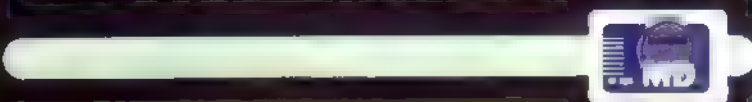
LEVEL SKIP: Play the game as normal. Now, press pause then A, B, B, A, A, B, B and A to warp to the next level.

SECRET OPTIONS SCREEN: From the title screen, press A, B, B, B, B, C, C, C and C.

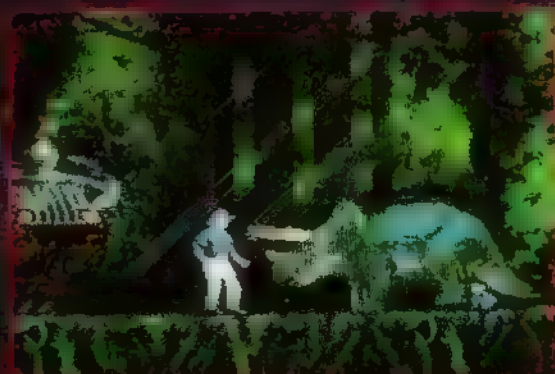
EXTRA LIFE: While on the desert level, go and kill the first snake. Go right back and there will be an extra life!

MICKEY MOUSE EARS: Again, on the desert level, stand near the washing line, so that when Aladdin moves his head you'll see him wearing Mickey Mouse ears! An extra life is now yours!

JURASSIC PARK



One of the most successful movies of all time, faithfully converted to the Mega Drive, *Jurassic Park* is another game that caused monster confusion. Don't let dinosaurs ever rule your STC reading again, because here, once more, are those *Jurassic* cheats:-



LEVEL PASSWORDS:-

GRANT

CODE

240P0021	POWER STATION
4A3PG0A4	RIVER
621C002N	PUMP HOUSE
81VVMF20	CANYON
A00KJG0U	VOLCANO
CVVVVV4	VISITOR'S CENTRE

MAXIMUM AMMUNITION CODES

Enter these codes to give Grant full weapons

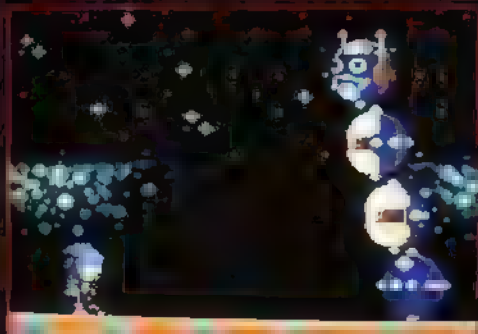
CODE

0VVVVVUP	JUNGLE
2VVVVVUR	POWER STATION
4VVVVVUT	RIVER
6VVVVVUY	PUMP HOUSE
8VVVVVU1	CANYON
AVVVVVU3	THE VOLCANO
CVVVVVU5	VISITOR'S CENTRE

SONIC CHAOS

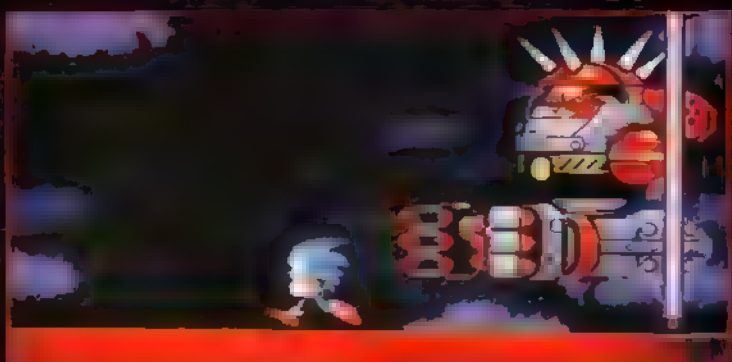


Ahh, yes. Sonic's first handheld-only game, and one that provided many headaches for Boomers nationwide. Getting further into the game seemed the main problem, so the Q Zone came to the rescue yet again with a fab level select:-



LEVEL SELECT: On the title screen, press Up, Up, Down, Down, Right, Left, Right, Left, 2 and then 1. Press Start to activate the cheat.

SONIC 3



Sonic's third outing as a Mega Drive superstar and one of his biggest hits to date. Sonic 3 caused a mountain of desperate pleas and filled the Q Zone postbag to bursting point. We've shown these cheats before, but as it's STC's second birthday we decided to give all you Sonic fans a real treat:-

INFINITE LIVES: Get to the Launch Base Zone and hold the start of a Super-Spin-Dash between the Klaxon Alarms. You must allow the alarms to sound off continuously. The Robot Birds dive on you and they will keep on coming because of the alarm. Kill as many as you can until you receive an extra life. After this, keep going to get an extra life about every ten seconds (make sure Tails keeps away otherwise he'll upset the pattern - well, you know what these foxes are like!).

INVINCIBILITY: When the title screen appears, press Up, Up, Down, Down, Left, Left, Right, Right, A, A, B, B, C, C, A, B then C.

BONUS OF 100,000 POINTS, EXTRA CONTINUE AND TWO EXTRA LIVES: Finish an act in exactly nine minutes and 59 seconds.

LEVEL SELECT/DESIGN/SUPER SONIC: After you hear the voice say "Sega" and Sonic starts to appear on the screen, quickly press Up, Up, Down, Down, Up, Up, Up and Up. A chime is then sounded which indicates the cheat is activated. If you look under Competition there will be a sound test, which is actually a level select! Once you've chosen which level you'd like, hold down A and Start. Press B once to turn Sonic into an object, C to place it and A to change into something different. To become Super Sonic, turn into a box with S on it by pressing A, replace it using C and finally jump into it!

SONIC SPINBALL



One of the most requested cheats since the launch of your favourite comic, **Sonic Spinball** has had many a Boomer in a real spin as they've tried to get further into the game. Now you need spin no more as below you'll find these mega cheats printed once again.

LEVEL SELECT: Go to the Options screen and press A, Down, B, Down, C, Down, A, B, Up, A, C, Up, B, C then Up. Now go to the title screen and hold down A, and press Start to warp to level two, B and Start for level three and C and Start for level four.

BONUS POINTS: Press A, B and C together while the game is adding up your total score. You'll get an extra five million after the first boss, and ten million after the second and third boss. These extra points will also help you gain additional lives.

GAME GENIE: For those of you who also own a Game Genie, here are two very special codes to try with **Sonic Spinball**:-

CODE	CHEAT
AW7T4A5L	Infinite lives.
AXNA8A94	Infinite balls in all bonus rounds.



SPARKSTER

LOST OF THE ROCKET KNIGHTS Part 1

Script:
MICHEL KITCHING
Art:
KEITH PAGE
Lettering:
STEVE POTTER

HIS NAME WAS SPARKSTER HE WAS THE HERO OF THE PLANET ELHORN

HE LED THE FAMOUS ROCKET KNIGHTS TO COUNTLESS VICTORIES

THAT WAS THEN

THIS IS NOW

IN ZEBULOS CITY EVENING IS DRAWING IN

CRIPPP!!

WANTED



SPARKSTER

Public Enemy
NUMBER ONE ;
the GEDOL NATION
offers a SUBSTANTIAL
REWARD for information
leading to the ARREST
of SPARKSTER

THIS DOESN'T
MAKE ANY SENSE!
WHAT'S BEEN HAPPENING
ON ELHORN WHILE I'VE
BEEN AWAY?

MORE
THAN YOU
COULD POSSIBLY
IMAGINE ROCKET
KNIGHT!



PAERIE
YOU SLIME! I
DON'T KNOW WHAT
YOU'RE DOING IN
ZESLLOS.

BUT IF
YOU DON'T LEAVE
RIGHT NOW I'LL DEL VER
YOU BACK TO YOUR SO
CALLED KING GEDOL
IN PIECES.



OH
SPARKSTER,
IF YOU ONLY
KNEW BUT ALAS
EXPLANATIONS
BORE ME
SO

GRUM
KILL HIM!



UH
RIGHT CHIEF,
YOU BET!

ONE
BARBECUED
OPOSSUM COMING
RIGHT UP

NO YOU
FOOL! SPARKSTER'S
NOT IMPORTANT BUT IF
WE DAMAGE THE MYSTIC
ARMOUR KING GEDOL
WILL HAVE OUR
HEADS!

BWOOOSH!

'E
MUST'AV
BURNED UP TA
NOTHIN

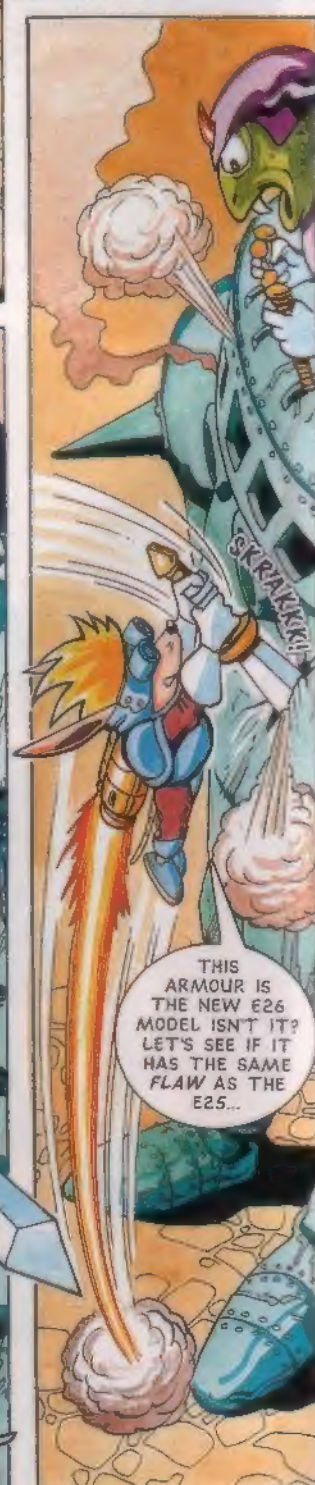
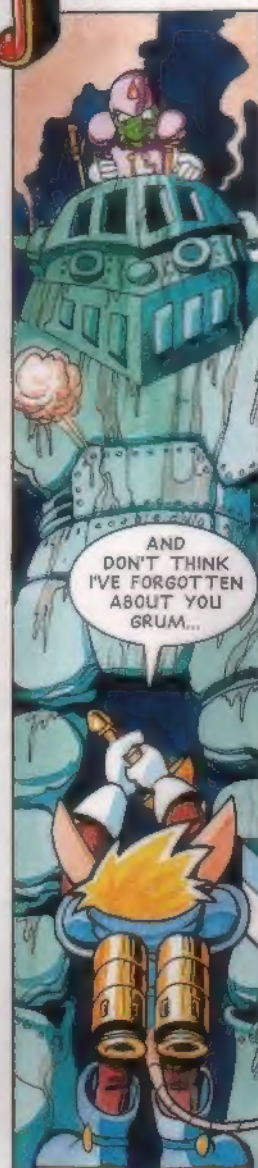
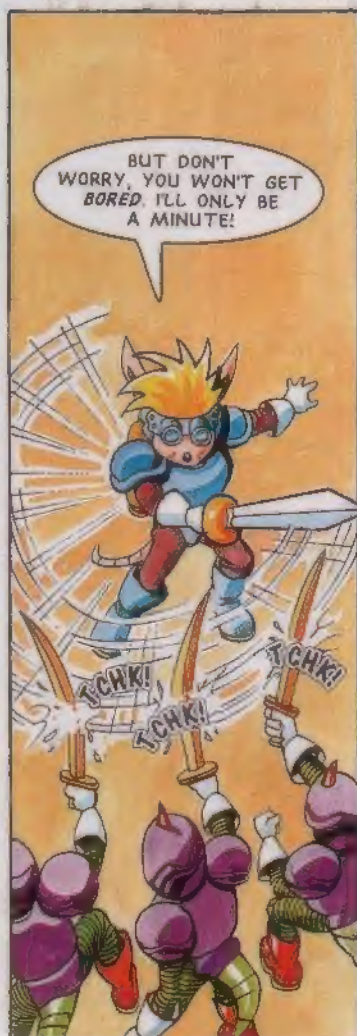
DON'T
BE SO RIDICULOUS!
HE'S OBVIOUSLY ESCAPED
SOMEHOW!

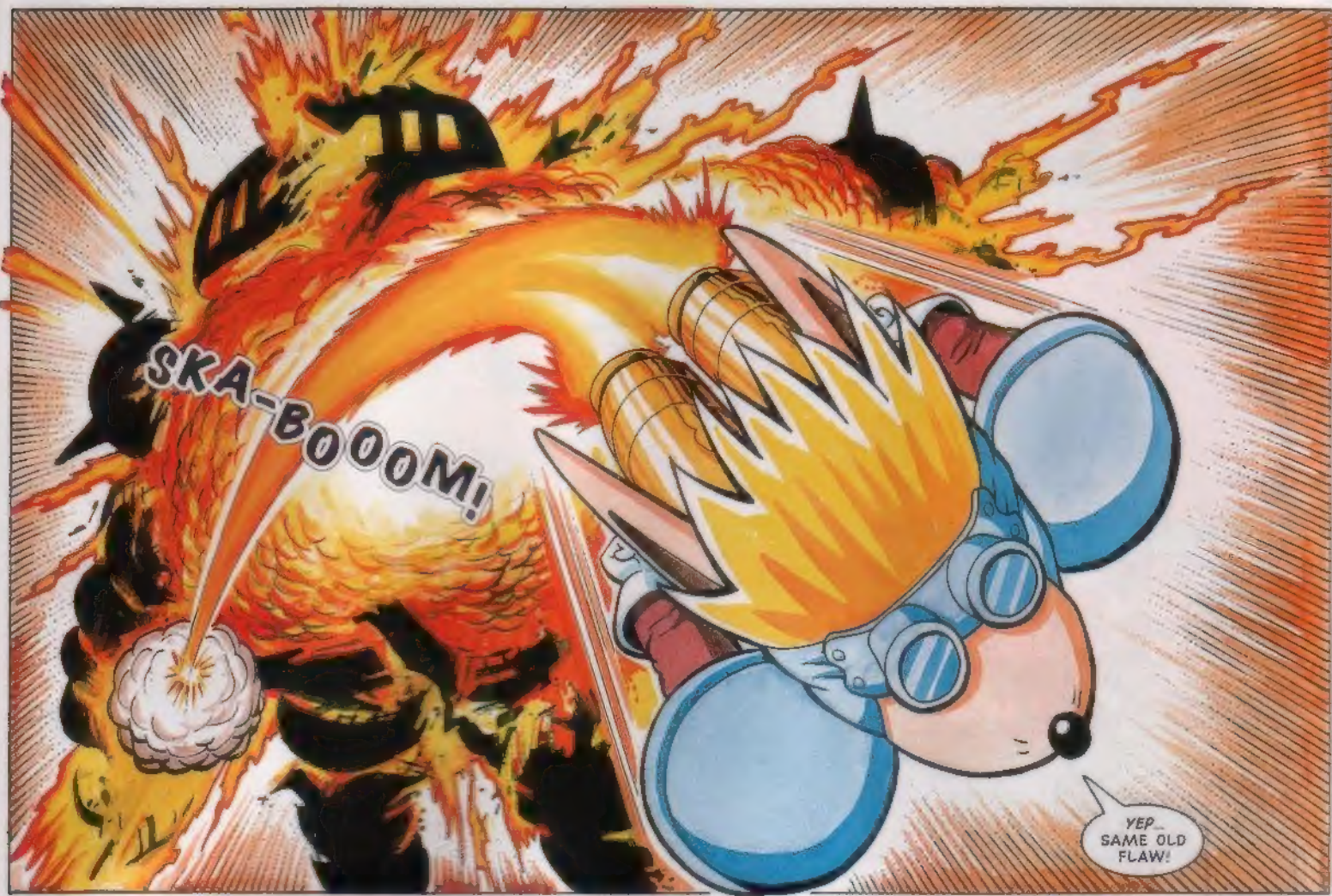
AND
PEOPLE SAY
YOU'RE STUPID,
PAERIE!

UM?

HAVE
YOU FORGOTTEN
WHY THEY CALL US
THE ROCKET
KNIGHTS?

THERE'S
NO 'US' ANY
MORE, SPARKSTER.
YOU'RE IT. THE LAST
OF THE ROCKET
KNIGHTS!





SKA-BOOM!

YEP...
SAME OLD
FLAW!



AND NOW
I HAVE YOUR UNDIVIDED
ATTENTION PAERIE, I'D LIKE
TO ASK YOU A COUPLE
OF QUESTIONS.



YOU CAN
START BY EXPLAINING
THAT WANTED POSTER I
FOUND AND THEN GO RIGHT ON
TO TELLING ME WHAT YOU
AND YOUR CRONIES ARE
DOING HERE!



I'M
WAITING...

YOU'RE
NOT GOING
TO LIKE
IT ROCKET
KNIGHT...



KING GEDOL
NOW RULES ALL OF ELHORN...
INCLUDING THE ZEBULON EMPIRE.
NOWHERE REMAINS FREE FROM
HIS CONTROL!

AND YOU,
SPARKSTER, ARE ON
YOUR OWN!

SPEEDLINES



Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



No Kidding!

Dear STC,

I really enjoyed the first series of **Kid Chameleon**, seeing him change from Samurai to Eyeclops to Iron Knight. Will he ever return to STC to fight more giant monkeys and invincible folk?

Jason Stokes, Eirth, Kent.
MD2/MCD owner.
Sonic Stationery Winner.



Funny you should mention that, Jason ... a new six part story of **The Kid** begins next issue!

Xtra, Xtra!

Dear STC,

I heard that a version of **Sonic** is coming out on the 32X. If this is true, will the game feature a new character?

Peter Sheinin, Ashdod, Israel.
Sonic Stationery Winner.



There's no plans at the moment, Peter, for a **Sonic** game on the 32X. However, hold onto your dreads because the new **Knuckles Chaotix** 32X game will be reviewed next issue.

Desperate Dan!

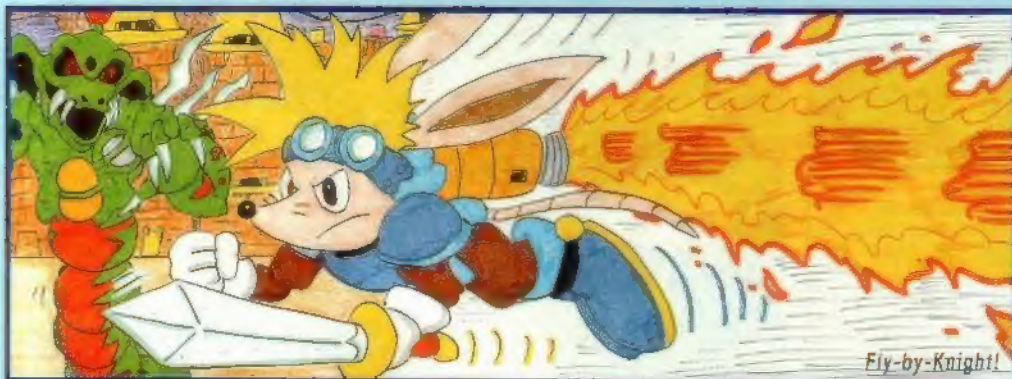
Dear STC,

I believe that Sonic and Tails should have their names changed to something hip and trendy! Sonic should be called 'Speed' while Tails should be called 'Fly'.

Daniel Donaghy, Glasgow, Scotland.
MD owner.
Sonic Stationery Winner.



Hey Danno, how about I change my name to 'Moon Unit Megadroid'?



Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please ask for **Helen Waller** on 0171 344 6400.

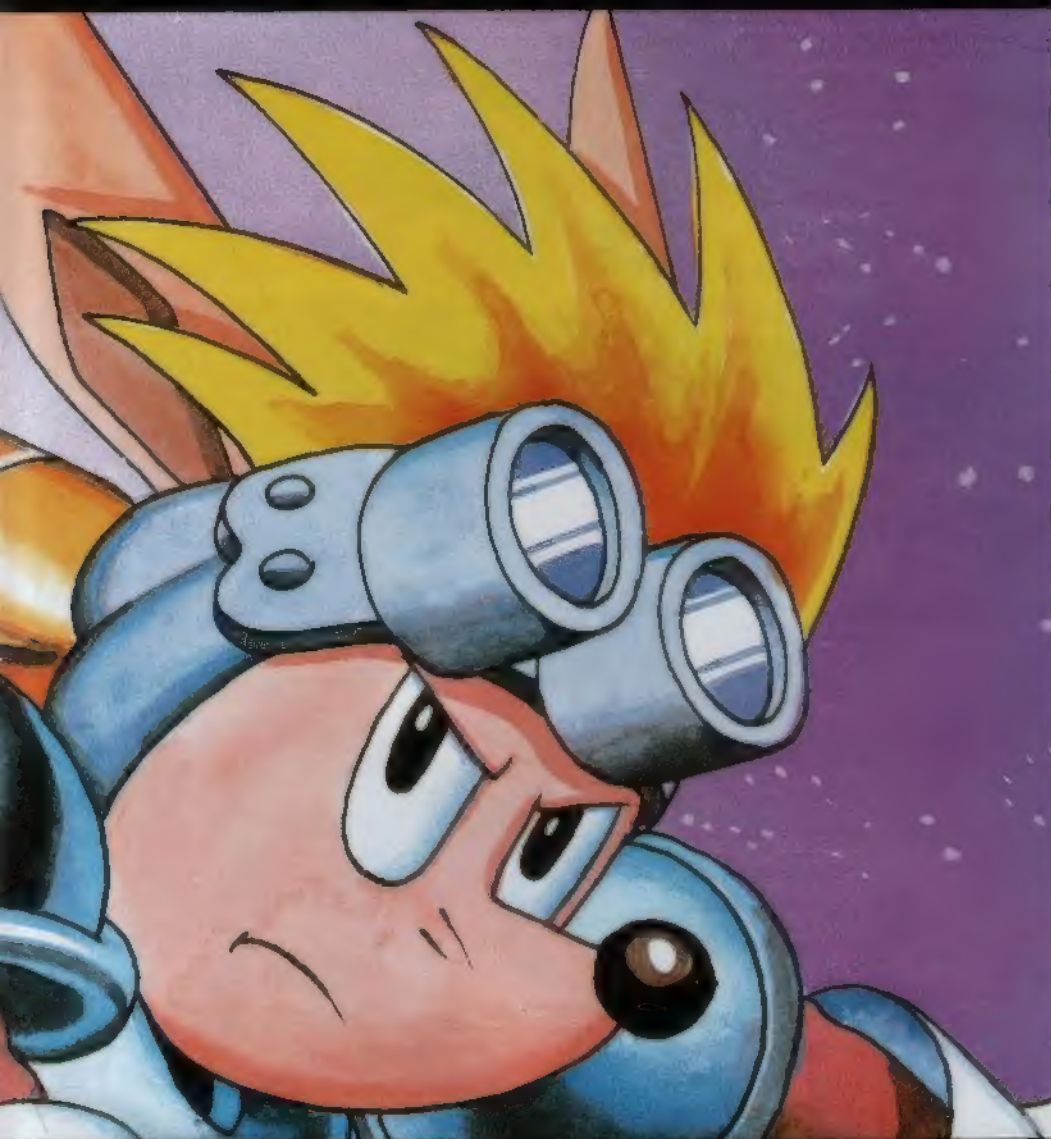
Win a Prize!

It's true! Every letter and drawing printed on this page wins a prize! One of these **Highgrove Stationery** sets comprising of a Segasational **Sonic** **Organiser** and **Tin** (with three pencils) can be yours! Boomers will find this an essential accessory to organising those important events in life.

The **Highgrove Stationery** set is just part of a range of megatious **Sonic** products available from most retail stationers. If you have problems finding a stockist in your area write to **Highgrove Stationery Ltd., International House, Unit 3, 50 Compton Road, London N1 2PB.**



SPARKSTER! WE'VE HAD LIFT OFF!



DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME

ADDRESS

AGE

HOT-SHOTS ONLY!

Enter your high score or
achievement here!

GAME

SCORE/ACHIEVEMENT

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to
see as a STC strip in the future?

I THINK

would make a great comic
strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories
in this issue in order of
preference

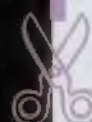
1

2

3

HOW DO YOU RATE ISSUE 53
OF **STC?**

%



NEW
STORY

KID CHAMELEON!

PIN-UP

SONIC & KNUCKLES!

COMPLETE
STORY

SONIC!

32X
REVIEW

KNUCKLES CHAOTIX!

STC 54 - IT'S A BLAZE!

ON SALE SATURDAY, 10TH JUNE 1995

£1.15